

**HOW  
TO  
PLAY  
ROULETTE**



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**E. S. LOWE COMPANY, INC.**

**NEW YORK, N. Y.**

*"For those who know*

**Lowe**  
EST. 1912

*it's games by Lowe"*

No game enjoys such world wide recognition as Roulette. Exclusive resorts in every corner of the globe feature this international game of chance. The reason for its popularity is very apparent. The hundreds of playable combinations offer interest and excitement galore. Yet with all of these combinations the game is so simple and understandable. You don't have to play with money with an E. S. Lowe Complete Roulette Game Set. Special chips or counters, which come in 10 different colors, can be purchased from your Dealer. The colors serve to identify the various players.

Like a magnet, it has drawn and thrilled hundreds of thousands, peasants and peers, rich and poor. So, on with the fascinating game of Roulette. Study these rules and you will find a new source of entertainment for yourself and your friends.

## EQUIPMENT NECESSARY TO PLAY ROULETTE

### ROULETTE WHEEL

ROULETTE BALL  
COUNTERS OR CHIPS  
LAYOUT  
(E. S. Lowe counters can be purchased in sets of 10 colors.)

**THE COUNTERS:** At the beginning of the game each player receives all the counters in the color he selects. By using one color for each player, the counters eliminate mistakes and serve to identify the players.

Any number of players can play at one time. Designate or choose who shall be the banker. The banker conducts and controls the game. If the banker loses all of his counters or chips anyone can be the banker. If more than one person wishes to bank, they can bid to the losing banker or choose by spinning the Roulette Wheel; the highest number becomes the banker.

**THE LAYOUT,** which is placed alongside of the roulette wheel, has numbers corresponding to the numbers on the Roulette Wheel. The players place their counters on any number or combination of numbers. Their chances of winning are illustrated on the Award Chart on the back page.

**PUNTING:** At the beginning of each game, the banker asks the players to punt. This requests the players to place their counters on the layout on whatever numbers they wish to play.

**THE BANKER** turns the wheel and at the same time spins the ball in the opposite direction. It travels around the circular rim of the roulette wheel.

**AS THE BALL** falls towards the center, the banker calls out "NO MORE BETS". At this point no bets can be accepted or cancelled.

**THE BALL** falls into one of the numbered grooves when the wheel stops spinning. The banker immediately calls out the number; and then calls out "ODD" or "EVEN", depending on whether the ball has fallen into an odd numbered groove or an even numbered groove. Then he calls out "HIGH" or "LOW", if above 18 or under 19; "BLACK" or "RED", depending into which color the ball has fallen, as every division has a number and a color.

**THE ABOVE BETS** are called side bets. In this instance the players do not play any individual numbers, but for odd or even, high or low, red or black. In addition there are three respective "dozens" up to 36; the first 12, the second 12, and the third 12 set of numbers. This is illustrated on the Award Chart on the back page which gives a complete list of the awards for every number or combination of numbers.

When a single or double ZERO turns up on the wheel, the banker collects all bets on the layout except those made on zero or double zero.

**THE BANKER** immediately collects all losing bets. Winning bets remain on the layout until the banker pays out the required odds as per Award Chart on back page.

# A W A R D C H A R T

Any number betted .....	35 to one
Two Numbers betted with one coin .....	17 " "
Three Numbers betted .....	11 " "
Four Numbers betted (in square) .....	8 " "
5 Numbers (including 0 and 00) .....	6 " "
6 Numbers (transverse line across) .....	5 " "
12 numbers (columns in row) .....	2 " "
24 numbers (2 columns in 2 row) .....	1½ " "
1st (means 1 to 12) .....	2 " "
2nd 12 (means 13 to 24) .....	2 " "
3rd 12 (means 25 to 36) .....	2 " "
24 Numbers (or 2 squares) .....	1½ " "
Red (any number) .....	1 " "
Odd (any number) .....	1 " "
High (any number above 18) .....	1 " "
Low (any number below 19) .....	1 " "
Black (any black number) .....	1 " "
Even (any number, except 0 or double 00) ..	1 " "

Other games manufactured by E. S. Lowe Co., Inc.

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